Club Nintendo®

Volume 2 - 1990 Issue 3

SIMON'S QUEST

Drac's back with a vengeance...

SNEAK PEEKS

Five amazing new games previewed!

TIPS & TRICKS

Your questions answered

Tetris & Solomon's Key

Two great new puzzle games!

PLUS

KONAMI®
Castlevania II
Simon's Quest™
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REV-A

– how to tackle the palaces in Zelda II

Check It Out!

Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM.

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- Kid Icarus™
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- Metal Gear™
- Metroid™
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- Simon's Quest
- Super Mario Bros.™
- Super Mario Bros. 2™
- Zelda II -The Adventure of Link

PROGRAMMABLE SERIES

- Excitebike™
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SPORT SERIES

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- Double Dribble™
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- Rad Racer™
- R.C. Pro-Am™
- Soccer
- Tennis
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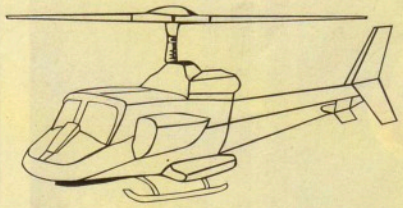
- 10-Yard Fight ™(American Football)

ACTION SERIES

- Airwolf
- Balloon Fight™
- Clu Clu Land™
- Cobra Triangle™
- Ice Climber™
- Kung Fu™
- Pinball™
- Tiger Heli™
- Urban Champion™
- Wizards & Warriors™



ARCADE SERIES

- Castlevania™
- Donkey Kong™
- Donkey Kong Jr™
- Donkey Kong 3™
- Ghosts & Goblins™
- Gradius™
- Gunsmoke™
- Ikari Warriors™
- Life Force™
- Mario Bros.™
- Popeye™
- Rush 'N Attack™
- Rygar™
- Section Z™
- Solomon's Key™
- Top Gun™
- Trojan™
- Xevious™

COMING SOON

Batman	Summer
Fester's Quest	Summer
Skate or Die	Summer
Teenage Mutant Hero Turtles	Summer
Tetris	Summer
Bionic Commando	Autumn
Blades of Steel	Autumn
Bubble Bobble	Autumn
Double Dragon II	Autumn
Paperboy	Autumn

LIGHT GUN SERIES

- Duck Hunt™
- Gumshoe ®
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SUPER MARIO SAYS

Hi! I hope that you're all having a great time checking out the wonderful new *Nintendo Entertainment System* games - they really are mind boggling! You will find the latest additions to our rapidly-growing list of Game Paks reviewed in this issue, along with five future games in the Sneak Peeks section, which is sure to seriously whet your appetite!

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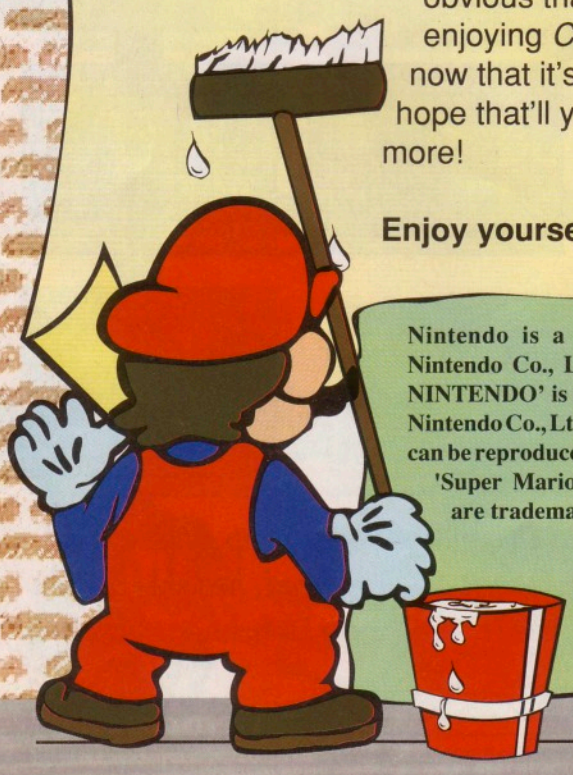
To allow ***Club Nintendo*** to continue giving you the best and most efficient service possible, we have decided to increase the size of the magazine. This means that we will be able to cover more games, give more space to our tips section, and generally expand the overall quality of the magazine. We can now include other sections too, such as the **"Tetris"** and **"Link"** specials found in this issue, plus the Reader's Top Five Games (as long as Luigi stops playing "Tetris" and starts to count the votes!)

Another good thing about having more pages is that it allows us to supply you with more information about forthcoming titles. Sneak Peeks is certainly one of the most popular sections in *Club Nintendo*, and, with all of the superb games coming out this year, we'll need all of the space that we can get to cover them!!

From the letters that we've been receiving, it's obvious that you're all enjoying *Club Nintendo* - now that it's bigger, we hope that'll you'll like it even more!

Enjoy yourselves...



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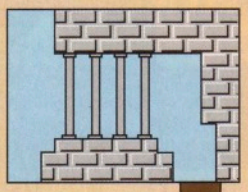
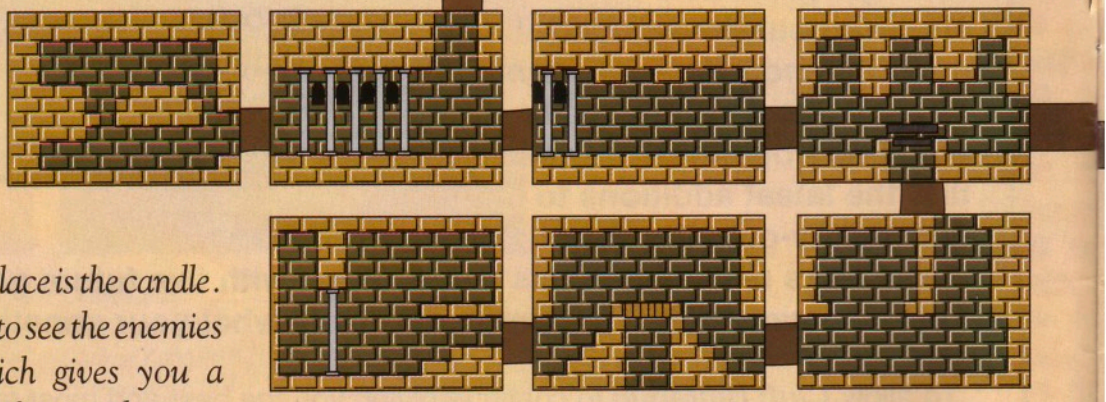
ZELDA II

The Adventure of LINK

Are you having problems with the palaces in "Zelda II"? Do you find the red knights and lava pits too hot to handle? Well, as usual, you can rely on us to lend a helping hand, starting in this issue with a guide to the first two palaces...

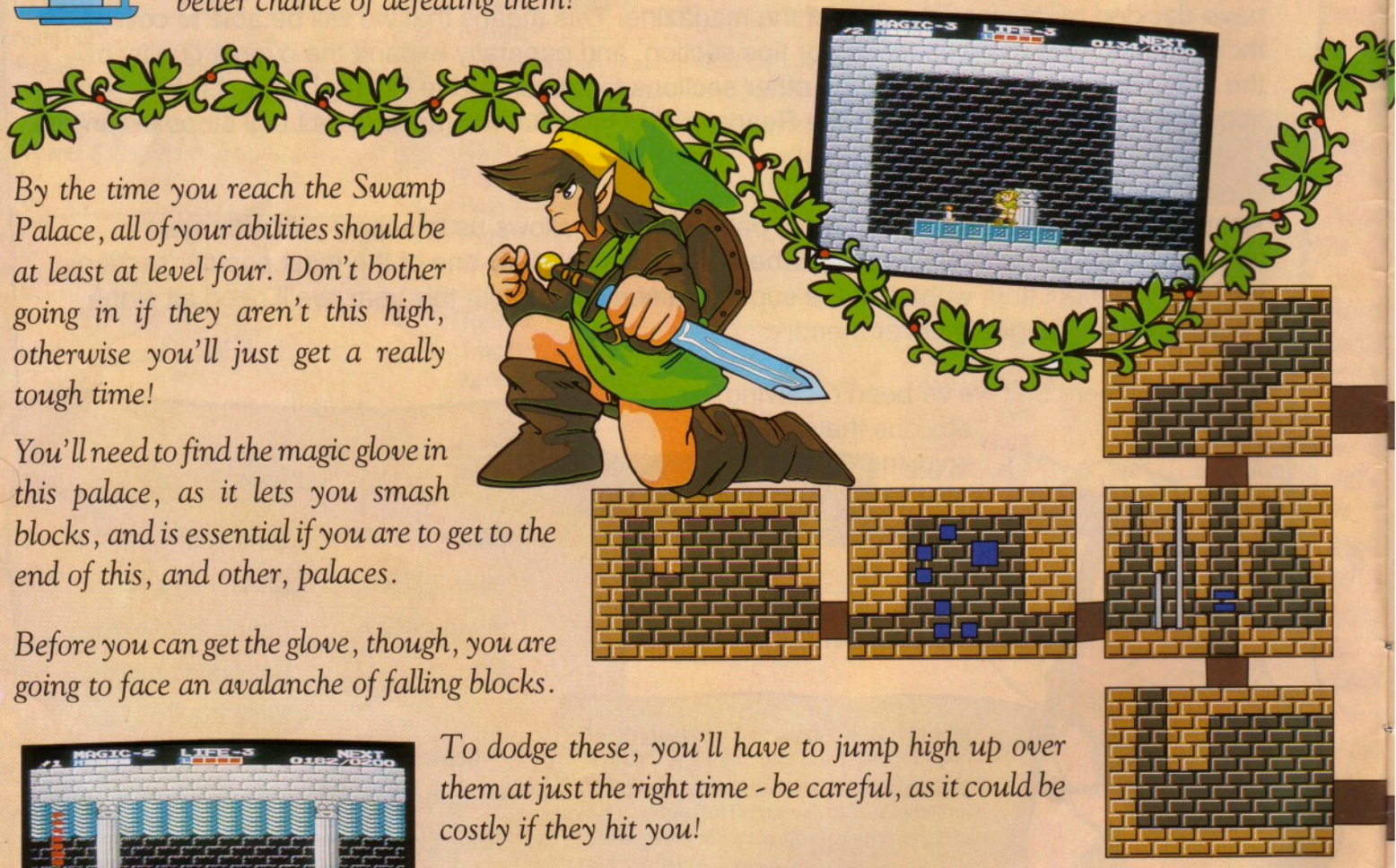


PARAPA PALACE



Before you go to the first palace, learn the Shield spell from an old man in Raura. This will help you get through this first test even with low energy.

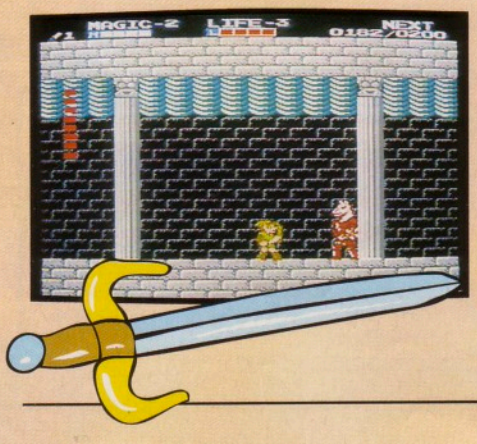
The item in Parapa Palace is the candle. This will allow you to see the enemies in the caves, which gives you a better chance of defeating them!



By the time you reach the Swamp Palace, all of your abilities should be at least at level four. Don't bother going in if they aren't this high, otherwise you'll just get a really tough time!

You'll need to find the magic glove in this palace, as it lets you smash blocks, and is essential if you are to get to the end of this, and other, palaces.

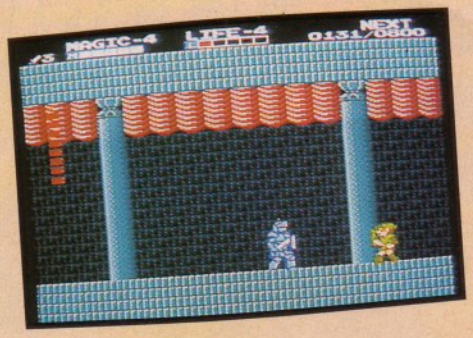
Before you can get the glove, though, you are going to face an avalanche of falling blocks.



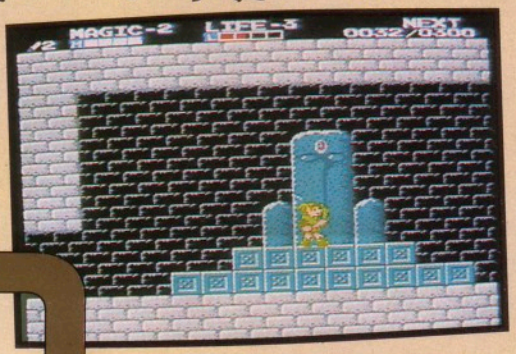
To dodge these, you'll have to jump high up over them at just the right time - be careful, as it could be costly if they hit you!

You'll be faced by Helmethead at the end of the Swamp Palace, and, although you attack him in the same way as Horsehead, he takes quite a few more hits to defeat. You'll also need to be wary of his helmets that seem to have a life of their own...!

There are a number of bridges which collapse as you walk across them - to avoid falling off, all you need to do is keep on going! Don't stop for the experience points that are sometimes found on these bridges until you are really adept at controlling Link - one wrong move could be fatal.



The guardian of the first palace is Horsehead, who flails a lethal rod as he approaches you. The key to defeating him is to stand at the left edge of the screen, and keep on jumping and swinging your sword.



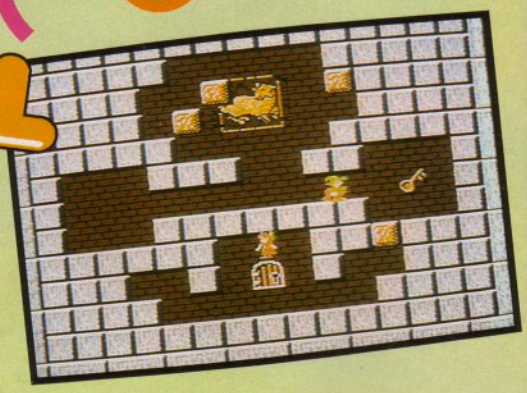
SWAMP PALACE

SOLOMON'S KEY

DISASTER IS AT HAND....

Long ago, the powerful Wizard, Solomon, banished all of the demons from fairyland, and held them in a magic book named "Solomon's Key". However, the demons have now managed to escape, and, as a loyal servant of the King of the fairyland, it's up to you to go to the land of the demons, the Constellation Sign, and once more imprison them in the magic book....

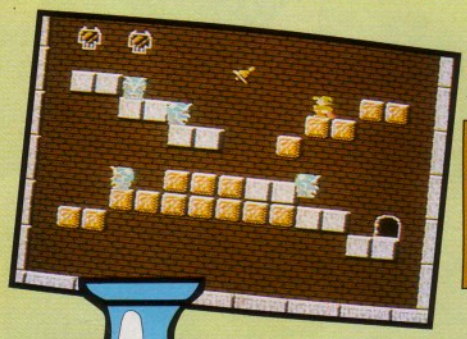
CLEARING EACH STAGE



The Constellation Sign is made up of fifty different rooms, each one being a vital part of the game. In every stage, Dana (that's you!) needs to get the key, and make his way to the door. Sounds easy? Don't you believe it - this one's anything but easy!!

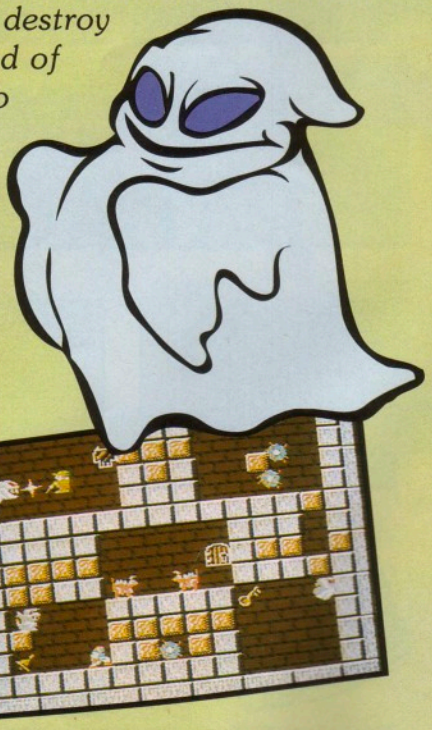
Some rooms are deceptively simple to clear, yet cost you many lives trying to figure out the correct route - sometimes the obvious ways are the best. However, other rooms are really tough, requiring quick actions and extremely fast thinking to dodge enemies and grab the key!

Having the ability to build blocks is essential, particularly as many of the rooms are literally covered in these blocks. You need to create platforms leading to important items, destroy blocks that stop you from reaching your destination, and form some kind of stairway if you need to ascend to further heights. There is also another use for this magic, which is outlined under 'Attack Methods'.



POWERS

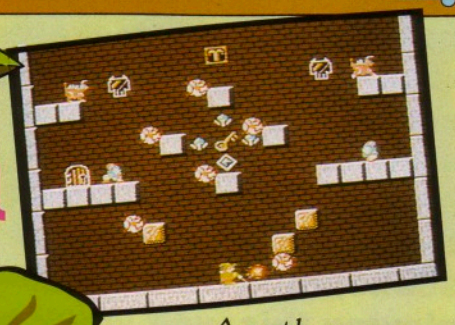
Apart from being able to create and build the blocks, there are many items that help Dana on his quest. Included are fireball potions, clocks and disintegration potions, all of which have to used at the right moments if they are be most effective.



ATTACK METHOD 1

The easiest and best way to defeat the demons is to use the fireballs. However, the amount you can carry is limited, and you have to find them in the first place anyway! It's suggested that you use these only in desperation - try dodging the enemies first.

ATTACK METHOD 2

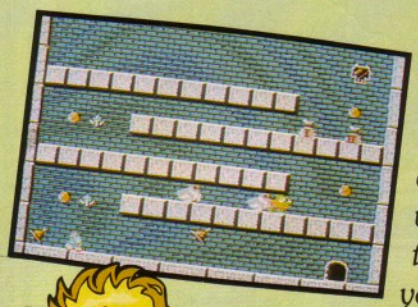


LET THE FUN BEGIN!

"Solomon's Key" is an intruiging mixture of an arcade and strategy game, and proves utterly addictive.

Before attempting each new stage, we suggest that you carefully study the screen's layout, and work out the safest route to the key, all the time trying to avoid unnecessary confrontations with the hostile inhabitants.

Another way to defeat the enemies is by putting a block in their path, and, when they have walked on top of it, destroy it with your wand. This will cause the demon to fall, and disintegrate on impact. It takes a bit of practice before this technique is perfected, but it's essential if you are to progress very far into the game.



Apart from requiring fast reflexes, "Solomon's Key" also taxes the brain, allowing you only a short time to figure out your next move. On the first few levels, time isn't so tight, and there are less enemies and more ways to the key. As you get further, though, things get a little hectic, and you'll need to respond a lot faster.

If you are to master "Solomon's Key", you'll need to first learn how to handle both of the attack methods. Using the blocks to allow the monsters to walk onto is the most important, and will have to be used from early on in the game.

There are also fairies that are trapped in each room, and need to be rescued. You save them by collecting a certain item, and, if you manage to rescue ten, you'll receive an extra life.

If you want a game which involves a lot of thinking and planning, then "Solomon's Key" is the game for you. You won't complete it in a hurry, but you'll have a great deal of fun in the meantime!

TETRIS

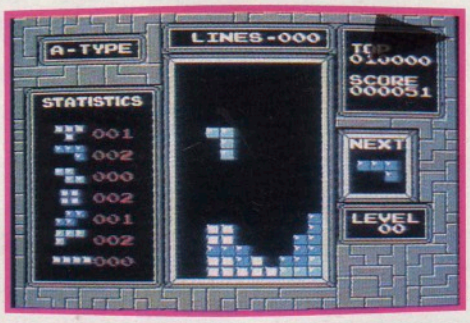
A PUZZLE WITH A DIFFERENCE

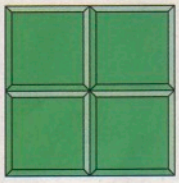
"Tetris" is quite different from the 'normal' game paks that we've been seeing recently. There isn't any shooting or searching to be done - it's just your wits and reflexes against the NES! And, if you reckon that a game that involves falling blocks to be placed in lines isn't your scene, then think again - once you start playing this, you won't be able to stop!!

SHAPING UP WITH TETRIS

The idea behind "Tetris" is to manoeuvre Tetrad shapes into position to form lines, thus preventing the shapes piling off of the top of the screen. You can rotate and move the shapes left or right to get them to fit the area you want, taking note of the next tetrad to fall, which is displayed on the left hand side of the screen. When a line is formed, the stack of blocks will fall into the space which you've just cleared.

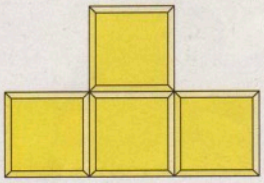
It does sound a little complex, but it all becomes much clearer when you start to play the game!!





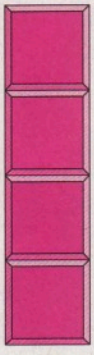
Square Tetrad

The square tetrad is perfect for completing two lines simultaneously.



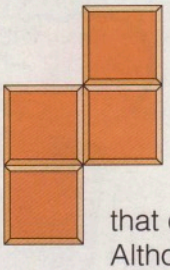
T Tetrad

This tetrad is useful in completing step-like patterns.



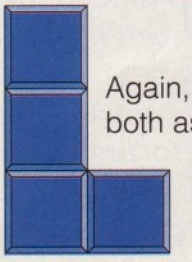
I Tetrad

This is the only shape that allows you to complete a 'Tetris'.



Z Tetrad

There are two different 'Z' shapes (the other is inverted from that on the left). Although, they're useful in filling awkward gaps, you need to be careful that they don't stack up too far.



L Tetrad

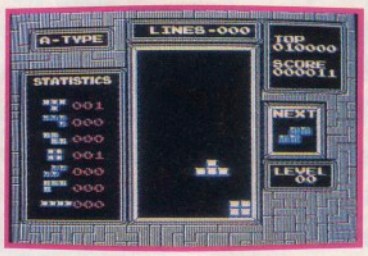
Again, the 'L' Tetrad appears both as normal and inverse shapes, and are used best to cover two-block-high spaces.

ABOUT TETRIS

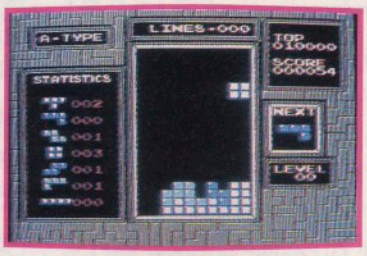
"Tetris" was designed by a Russian scientist, Alexey Pazhitnov, back in 1985, and it has been intriguing personal computer owners worldwide ever since. It may be simple in design, but it's one of those games that involves a lot of thinking, and can really get you going! It's also one of the most addictive games on the NES, even challenging such classics as "Super Mario Bros." and "The Legend Of Zelda" in the entertainment field!

COMPLETING A TETRIS

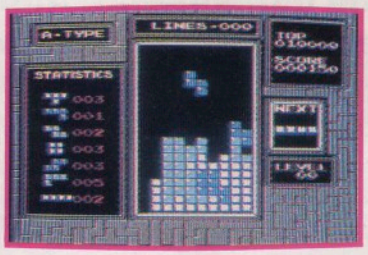
To complete a "Tetris", and score mega high points, you will need to make four lines in one go. To do this, you will need a lot of skill and judgement in getting a pile which allows you to get the "Tetris", and a little luck in getting the straight tetrad to complete it. It's difficult at first, but the reward is certainly high!



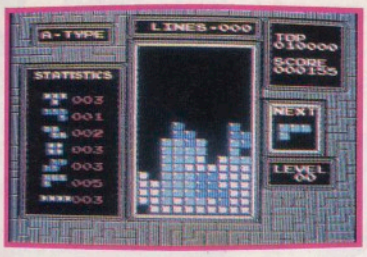
Begin to form your pile from the very start.



Make sure that you have left a gap at the edge...



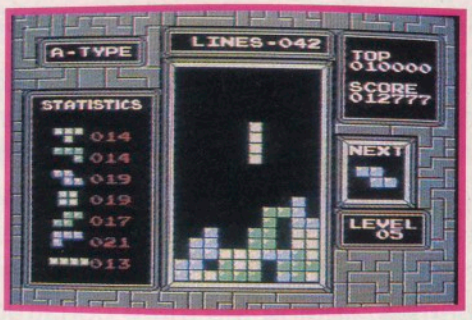
Your patience will soon be rewarded...



..with a Tetris!!

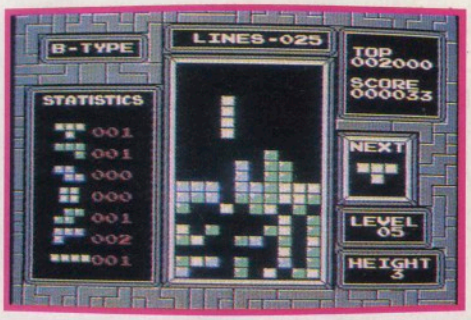
GAME A

In Game A all you need to do is stop the stack from reaching the top of the screen. There are nineteen levels of speed, from 0 to 19, and you'll attain each new level once you have completed ten lines. As you get higher, the Tetrads start falling faster, so keep the pile low, and only go for a Tetris on the early stages.



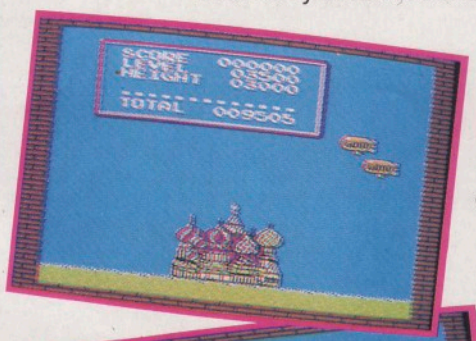
GAME B

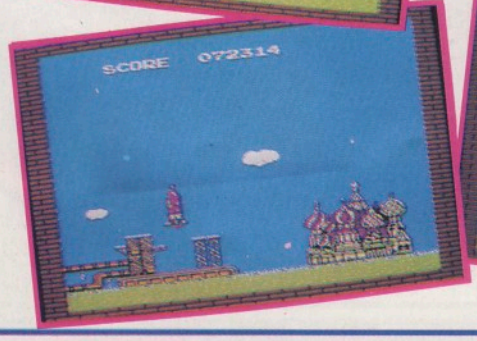
Game B is a little different - you choose a height of pre-set blocks to tackle, and you have to complete twenty five lines to win. The height ranges from 0 (no blocks) to 5 (plenty of blocks!!!), and you then have to work around this to complete the lines. At first, it's not too difficult, but once you start trying higher speeds and heights, you really need your wits about you!

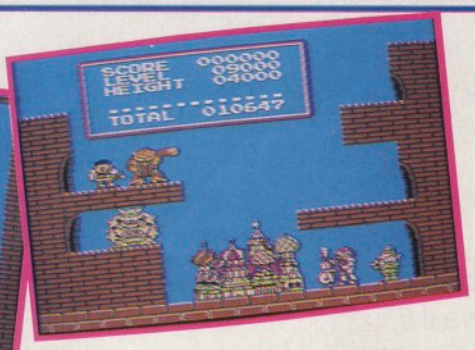


FINISHING A GAME

If you achieve a particularly high score, or manage to finish one of the B games, then you will be presented with one of the many end screens whilst your final score is calculated. And, if you complete twenty five lines on level 9, height 5 (GAME B), prepare yourself for an extra surprise...







EAST BLOCKS WEST

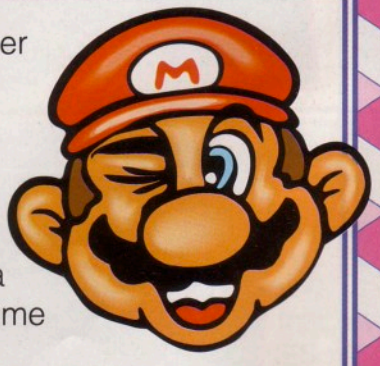
On March 23rd, a very special event took place in Tokyo, and was televised to millions of Japanese homes. Eight of the finest Nintendo Entertainment System players in the world were gathered together for a "Tetris" play-off, to find out just who would be the unofficial 'world champion'. Three Europeans were included - Claire Saunois, who works as a game counsellor in France and Hans Janssen, who created the graphics for the NES version of "Tetris", and is one amazing games player (and comedian!!). And then, there was me - Club Nintendo editor, and games player extraordinaire (very modest too!)

Under the masterful eye of Alexey Pazhitnov, who designed "Tetris", practice began in the TV studio. As the Russian programmer explained to me later, 'different people play in different ways. It is important to develop your own game strategy and playing style'. He should know - he's a great fan of puzzle games, finding the more constructive titles a 'more interesting task and challenge', both to create and play.

The competition took the form of a 'versus' game, with the player who won the most games in ten minutes going on to the next round. The 'versus' mode, which is only possible on the Japanese Nintendo (known as the Famicom), allows two machines to be linked via a simple interface. You then have to either complete 30 lines or force your opponent off his screen by forming 2, 3 or 4 lines simultaneously - this will add to your opponents pile of blocks whilst also taking away from yours.

Although the rehearsal was fairly matched, the competition was far from equal. My Japanese opponent had a better grasp of this style of "Tetris", something which was very new to the Europeans. Unfortunately, Claire lost to an American, who was playing through a complex phone link up from the United States, and, although Hans beat his Thai opponent in the first round, he also met defeat at the hands of the American. He summed up the European's display by simply saying 'We came, we saw, we lost!!!

The winner of my game didn't manage to do so well in the second round either - his opponent, and eventual champion, was a fellow countryman who proved too hot to handle, even for the American, who met his match in a very exciting final.



As for me, after an unsuccessful attempt by the Japanese to interview me (their English is better than my Japanese, though!!), I consoled myself in a corner, drinking Japanese coffee, thinking nasty thoughts. Maybe next time we'll win.....

TOP 5 GAMES

What's the favourite Game Paks amongst NES owners? Find out right here! Club Nintendo owners all over Europe have sent in their top five, and below, you'll find out just what the results were. Keep those votes coming - it stops Luigi from getting into mischief if he has something to do!

GAME PAK	SERIES
Super Mario Bros. 2	ADVENTURE
Legend Of Zelda	ADVENTURE
Super Mario Bros.	ADVENTURE
Track and Field II	SPORTS
Mike Tyson's Punch-Out!!	SPORTS

Send your top five games (in order of preference) to the same address as for all other correspondance.

SCORES OF FUN

CASTLEVANIA
Robin Jansema Holland 1,162,300
Jose Fernandez France 1,042,900

GHOSTS AND GOBLINS
Ken Phillips UK 4,625,900
Patrick De Pauw Belguim 414,100

GRADIUS
Paul Stokes UK 2,021,600
D M Hart UK 202,000

GOLF
George Coster UK 11 below par
Leigh Gatheridge UK 6 below par

GUNSMOKE
Patrick De Pauw Belguim 675,090
Paul Stokes UK 362,850

KID ICARUS
Roger Masters UK 9,999,999
Corrie Staal Holland 9,999,999

LEGEND OF ZELDA
D M Hart UK Completed in 0 lives
Pierre Jonkers Holland Completed in 0 lives

KUNG FU
Jeremy Jobis (14) Belguim 966,240
Robin Jansema Holland 708,210

MEGA MAN
Theo Strick Holland 3,281,600
Olivier Priuat France 3,195,000

MACH RIDER
Johan Leyton Holland 238,270
Michael Marguin France 187,750

PINBALL
I L Van Berg Holland 645,110
Robin Jansema Holland 447,910

R C PRO-AM
Karl Webber UK 262,335
Chris Dye UK 185,675

ROBOWARRIOR
I L Van Berg Holland 7,161,900
Jim Wilson UK 5,975,000

RUSH 'N ATTACK
David Roy (16) France 1,345,400
Alex Meloy UK 1,363,100

TROJAN
Luis Jorda Spain 340,500
Robert Cridland UK 114,650

OK, there you have it, Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores Of Fun, Club Nintendo, PO Box 30, Coventry, CV1 3BR, England.

Simon's Qu

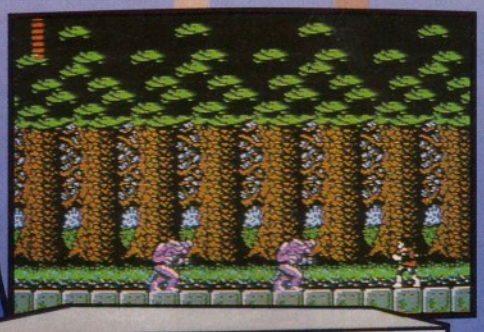
RETURN OF THE CO

Say 'Hi!' to one unhappy vampire, Count Dracu pleased about what happened in Castlevani anything but a gracious loser, he has put a cu caused him all of his distress. Simon is now dyi of living is to steal Drac's vital organs, and de

WELCOME TO TRANSYLVANIA

EXPLORING TRANSYLVANIA AND THE VILLAGES

Most of Simon's adventure takes place in the forests and marshlands of Transylv Throughout the land, he will have to fight off dangerous creatures who live t using his items intelligently, and collecting hearts (money) left by any of the destr animals.



There are a number of obstacles to be faced in to successfully overcome. How will he cross lurk beyond Deborah Cliff? What horrors lin use his initiative and battle experience ma Dracula.

THE MISSING PIECES

Finding the following items is imperative to completing Simon's Quest. Some also have special powers....

EYEBALL

This allows you to see clue books as soon as you get it from Brahm's Mansion.

RING

You're going to have to fight to get this one from Aruba Mansion.

RIB BONE

The bone can be found in Berkeley Mansion, and acts as a shield if used under the right circumstances.

HEART

Drac's heart, which is as cold as ice, is discovered in Lauber Mansion. You're going to need to show it to someone if you are to cross a dangerous part of Transylvania.

N

The nail somewher Mansion.

...est™

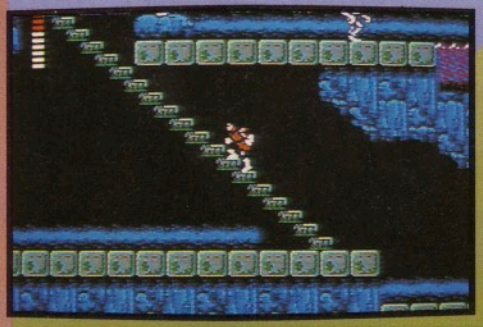
...OUNT

...ula. He's none too
...nia, and, as he's
...urse on Simon Belmont, the warrior who has
...ng from the Count's spell, and his only chance
...stroy them in his Castlevania Mansion....

SEARCHING THE MANSIONS

There are six mansions hidden in Transylvania, five of which hold one of Dracula's missing organs. Simon has to search each one thoroughly, making sure that he has a wooden stake so that he can collect the body piece. Also in the mansions are valuable clue books, which give you cryptic information on Transylvania and the Count's minions.

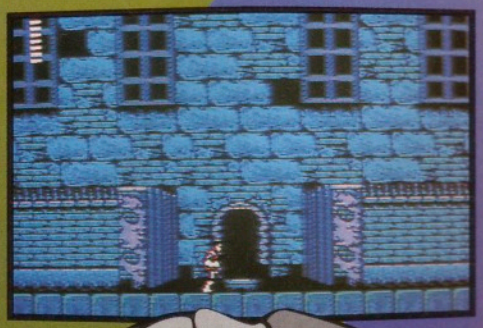
...ania.
...there,
...g any
...royed



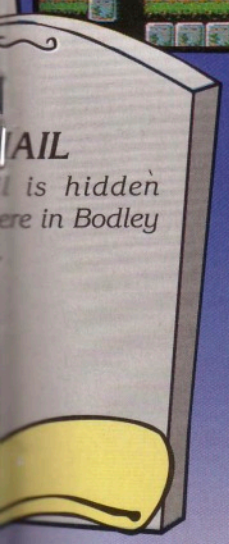
...n Transylvania, which our hero will need
...s the poisonous marshes? Does anything
...nger beneath Yuba Lake? He will need to
...many times before he finds the route to

Occasionally, you will find a tough and overbearing guardian. Using his weapons and agility, Simon has to defeat this monster to reach his goal.

The terrible curse placed on Simon causes his enemies to become more powerful and deadly during the dark hours of the night. This means that he will need to take great care when approaching each new area, always being prepared for a surprise attack.



Littered around the countryside are a number of towns and villages where Simon can learn quite a bit of information from the villagers (not that it's always true....), and also buy valuable items. There are extra whips, laurels, garlic, a number of new weapons and powerful crystals. These crystals hold special magical powers, and Simon needs to collect and understand all three if he is to reach Castlevania....

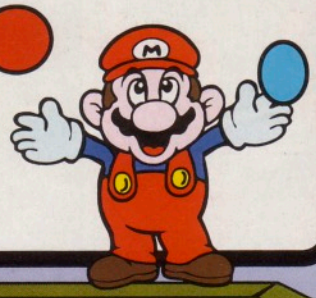


...AIL
...is hidden
...ere in Bodley

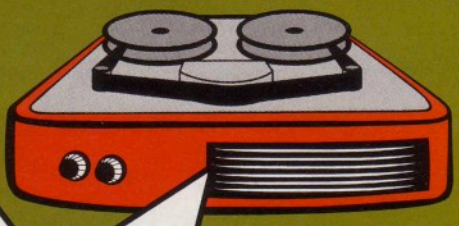
RETURN TO CASTLEVANIA

Simon's days are numbered - he HAS to reach the count before the curse claims his life. It will be tough, especially for Simon, but, with your help, he can succeed. He's got to....

Tips & Tricks



METAL GEAR



FINDING THE CARDS

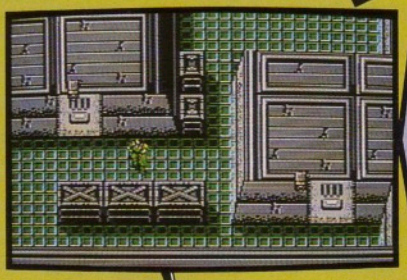
"Metal Gear" is one of the most intriguing on the NES, and, as such, there is a lot of exploration to be done before you discover the items that you need. Without doubt, the key cards are of utmost importance to all of you super spies, so here are a few clues on where to find the first six cards.

CARD 1

Go to the main gate in the first part of the game, and search the middle truck.

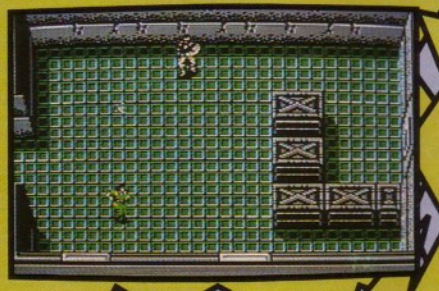
CARD 2

To begin with, you need to go to floor three of building one, and, from the gas room, go one screen down, four screens right, and enter the far door.



CARD 3

After you've been captured, you will need to enter the Shotgunner room and then enter the bottom left hand door.

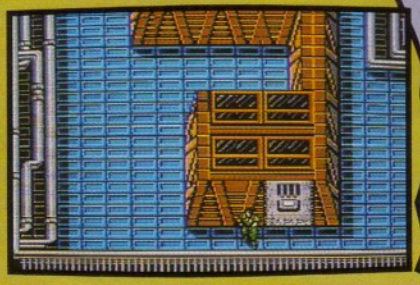


CARD 4

Go to the north of building one, and enter the bottom truck.

CARD 5

You'll find card 5 on the roof of building two.



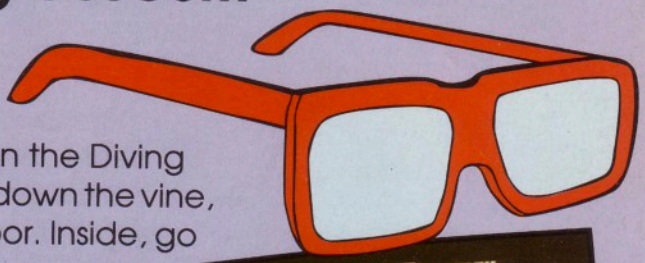
CARD 6

Go to the first floor of building two, go right, through the gutter, then up, and go through the gap leading back to the floor. Follow the path down, left and up, and then enter the door on the right using card 5.

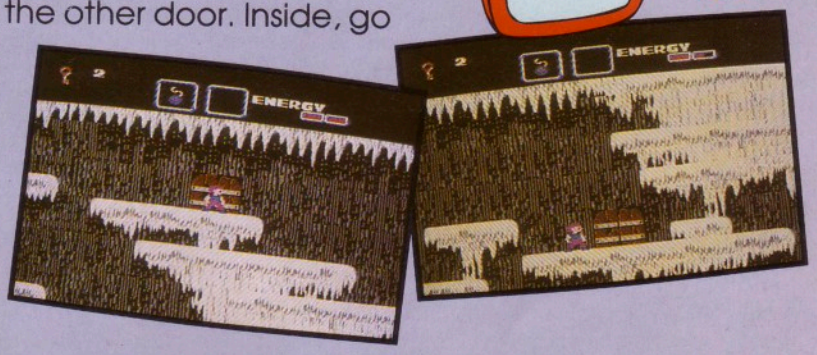
THE GOONIES II

From all of the calls and letters we've had, it seems that there are a lot of you desperately wondering how to get the glasses and also how to get to the underwater stage....

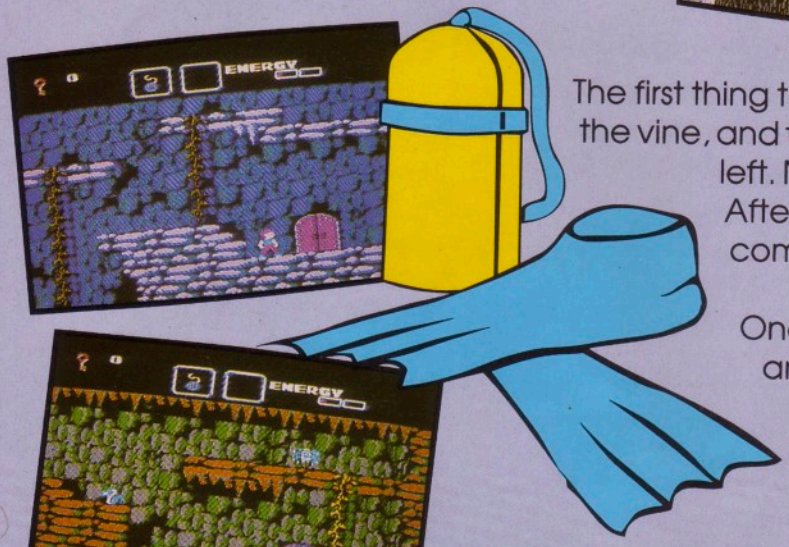
Get the glasses...



Getting the glasses is necessary if you are to progress to the underwater stage, for without them you cannot obtain the Diving Suit. First, you must go to the ice stage. Then go left and down the vine, and go to the far right, where you will find the other door. Inside, go up one room and hit the back wall with the hammer to make a safe appear. Open the safe and the glasses are yours!

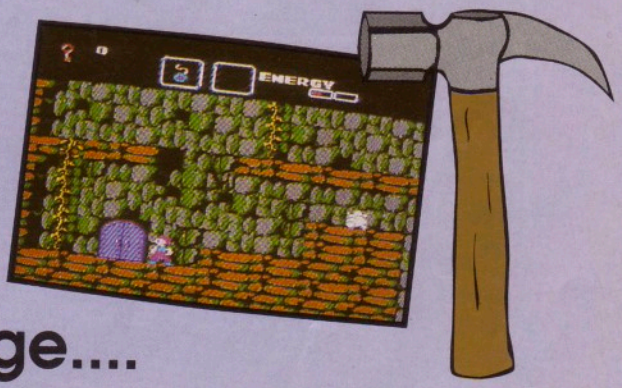


Get the diving suit



The first thing to do is cross the bridge. Once across go down the vine, and then go down the next vine that you see on the left. Now head right until you get to a vine going up. After you have climbed this, head right until you come to a door.

Once through the door, hammer the back wall and warp to the backstage. Now head left until you get to a vine going down to the next level. Use it, and enter the door you will see on your left.



After going through the door, go left and use the hammer on the back wall, and go up one more room. Now put the glasses on and a safe will appear. Open the safe, and you have the diving suit. Simple, eh?!

Entering the underwater stage....

First you will have to go all the way back to the door where you found the glasses. Inside the door, go up one, then left one and you will find a small pool of water. Use the diving suit, by selecting the tools command, and press button B. This will take you into one of the underwater stages....

TIPS FROM THE PROS...!

More and more letters are arriving asking for game help, so we have decided to designate a whole page to answering your questions! If you have any problems, then write to us, and we'll do our best to answer them in the magazine!

THE LEGEND OF ZELDA™

THE MAGICAL SWORD

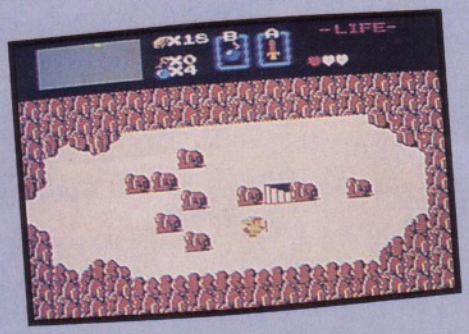
On both the first and second quest, finding the Magical Sword always leaves people tearing their hair out. To prevent an outbreak of premature baldness among Nintendo owners, we have decided to reveal all....

QUEST ONE:

First go to the top right hand corner of the graveyard, and then push the third stone to the right in the middle row of graves.

QUEST TWO:

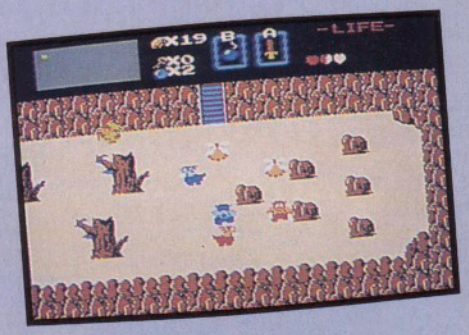
As with so many items on the second quest, the Magic Sword has been repositioned. To find it go to Spectacle Rock, and head right, as far as possible. You will soon come to a screen containing eight rocks - push one of these to find the sword.



Remember, on both quests, you need 12 heart containers to pick up the sword.

THE LETTER - SECOND QUEST

Go to where the power bracelet was in the first quest - you'll find that it's still there. Now go up above you, head left as far as you can, and go up the ladder there. Go left again and take the first ladder that you come to going down. On your right are six stones - push one to get the letter.



GETTING TO THE GRAVEYARD WITHOUT THE LETTER

Go to the lost woods, and follow this route - go up one screen, left one screen, down one screen and then left once again. You have now left the lost woods, and you will be in the graveyard if you go up once more.

Another game that gets you ringing and writing in is "Castlevania", and, from what we can tell, it's Frankenstein and Igor, and the Grim Reaper causing all of the problems. But fear not, Vampire Hunters, the answers are now at hand...!

Castlevania™

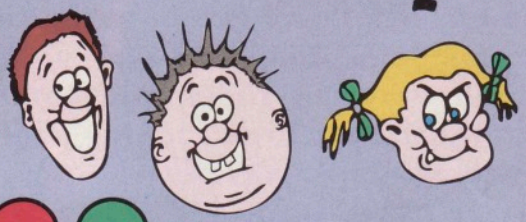
FRANKENSTEIN AND IGOR

To stand the best chance, you want to have the firebombs. As you approach them, quickly run and jump to the last set of double blocks in front of Frankenstein, and throw the firebombs to try and trap him and Igor. Continue throwing the firebombs and whipping the monsters, and victory will be yours.

THE GRIM REAPER

The best weapon to have against the Reaper is the Triple Shot boomerang. On entering the stage, quickly go to the middle platform, face to the right, jump and shoot three shots. Then jump to the left platform, stand against the wall, and shoot again. When the sickles appear, jump down to avoid the ones overhead, and whip any that come towards you. Now return to the left platform and continue the attack. Keep shooting, and the Reaper will soon be destroyed!!

Readers Tips



If you've got a problem, and you can get through, then call the Nintendo Helpline on 0625 65500. Game Counsellors man the line from 3pm until 9pm every weekday (except Wednesday), and also on Saturdays from 9 'til 5. Alternatively, you can write in to the Ask The Pro's section at the normal address with any queries you might have.

Also, if you have any tips for Nintendo's games then share it with thousands of other readers by sending them to the following address:

Readers Tips
Club Nintendo
PO Box 30
Coventry
CV1 3BR

Castlevania™

When you're in the courtyard before the castle, jump over the door, and continue walking to the right - this will make a treasure bag appear!!

Alain Chartier - France

PRO wrestling

To get to the Great Puma, you must first win the title, and then another ten bouts. When fighting the Puma, don't try any fancy moves - you must first wear him down with kicks, and then, at the first opportunity, throw him out of the ring. Run away from him (!!) until the ref's count reaches 14 or 15, and then quickly knock him down and get back in the ring. Victory should be yours, although, occasionally, this can backfire, and you'll be the one left outside of the ring!

N Daniels
York

GRADIUS

"Gradius" players might be interested to know that there are warp stages on both stage one and stage three:
To warp from stage one to stage three, you need to shoot all of the alien 'huts', and, each time that you shoot one, make sure that your thousands digit is even. Then, when you successfully complete the stage, you'll warp to stage three.
To warp from stage three to stage five, you must simply shoot ten of the Moai heads, and then complete the stage.

Joshua Jones - England

You can get an extra life on stage one if you back your ship into the hanging rock just before the volcanoes.

A Koreman - Holland

SUPER MARIO BROS.

To get the fireworks on **"Super Mario Bros."**, you must stop the last digit of your time on 1, 3 or 6 as you complete the level - this will then give you that amount of fireworks!!

Kevin Nicholson - England

TIGER-HELI

When you have lost all of your lives, just press A, B and START simultaneously, and you'll continue from where you started.

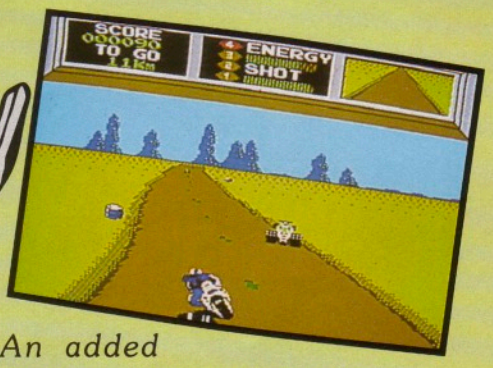
Eric Verde - France

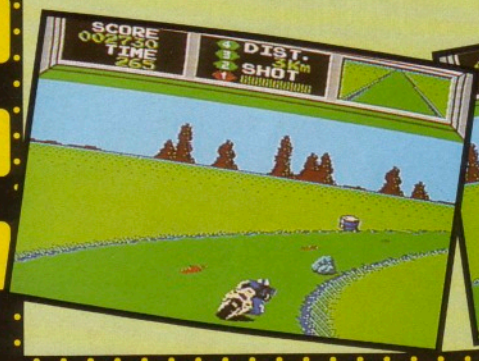
VIDEO SHORTS

MACH RIDER

Race in to the future in Nintendo's "Mach Rider", where the entire world has been over-run by ruthless space scavengers. Just you and your bike stand between them and total victory, so they aren't taking your one man assault lightly!

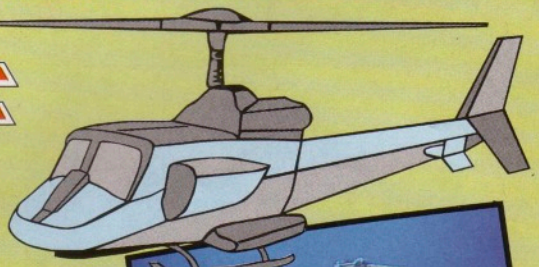
The aim of "Mach Rider" is to reach the end of each terrain level, destroying the alien vehicles that are now a common sight on the roads. Throughout each course, there will be tricky twists, which have to be met with clever driving, and a strict time limit, which you must complete the level in.

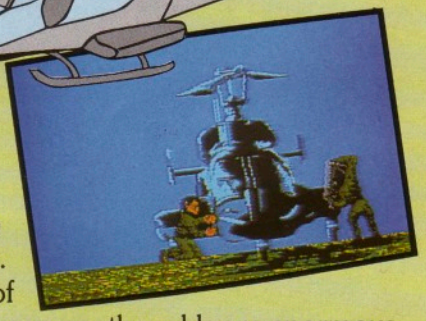




An added option allows you to design your own route through the game. This, coupled with the high speed and exhilarating action, is sure to give you hours of hair-raising fun!

AIRWOLF

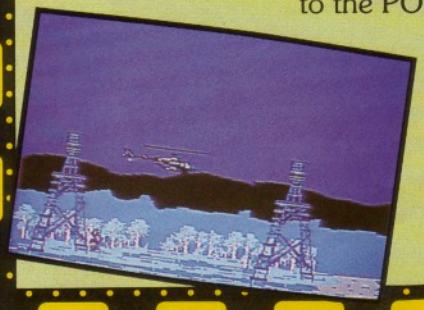




If you're sending "Airwolf" behind enemy lines to rescue dozens of P.O.W.s, only Stringfellow Hawke has the skill and courage to pilot the ultimate in military helicopters. You take the role of Hawke, called back to active duty, for his most dangerous mission yet!

Blessed with some of the best movie sequences seen of the NES, and also with fast responsive gameplay, "Airwolf" provides hours of exciting fun. Before you can rescue the prisoners, you must battle through waves of attacking aircraft. Even with the state-of-the-art homing missiles and machine guns, the odds are enormous, although destroying the enemy control towers may cut them down a fraction.

As you fly through each enemy base, you may also have to refuel from a secret rendezvous. To guide the copter to your destination (whether it's to the POWs or refueling), you simply use the control pad to move the icon on the lower part of the screen. Then, when you're landing, you need to be careful of the flying shrapnel, and guide it down slowly - if you fall too fast, then you can wave goodbye to one of your lives!

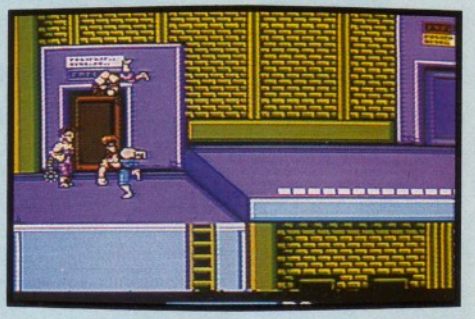


This game is simply a must for fans of the TV series!

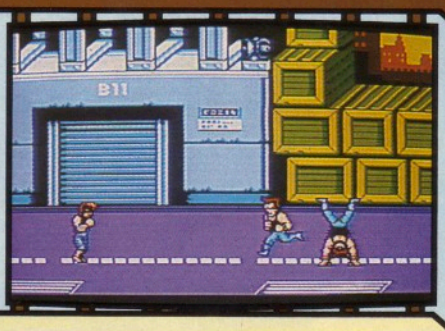
Sneak Peeks

A look at a selection of game Paks to be released this year.....

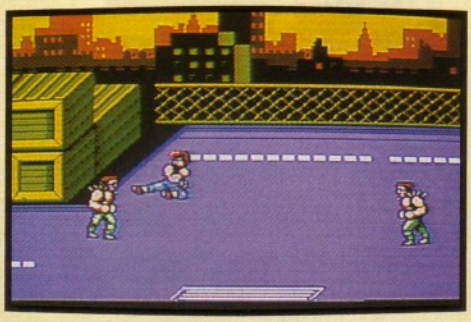
DOUBLE DRAGON II



Your girl, Marion, has been gunned down by the ruthless Black Shadow Warriors, who are renowned for their sadistic violence. Both you and your brother are looking for revenge, and are preparing to track down the whole gang, and force them out of town...



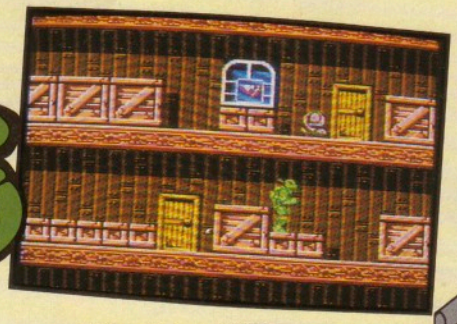
However, two guys against a whole army of thugs makes the battle odds very much in their favour, so you will need to use every martial arts move that you know. Don't hold back or show any mercy - these thugs didn't show any to Marion.



It's nearly time to go - brush up on your hair-throws (excuse the pun!!), jump kicks and uppercuts, because these are your only ways of destroying the Black Shadow Warriors. And remember - the best form of defence is attack.....

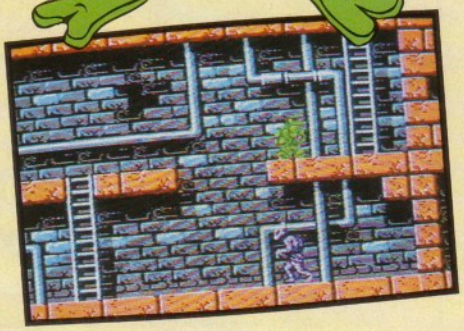
Look out for the adventure of "Double Dragon II" in a forthcoming issue....

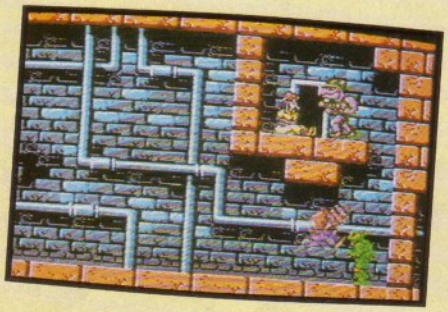
TEENAGE MUTANT HERO TURTLES



Enter the world of comic book heroes with the "Teenage Mutant Hero Turtles". Leonardo, Donatello, Raphael and Michaelangelo - they're all here in Ultra Game's interpretation of the cult comic and TV series.

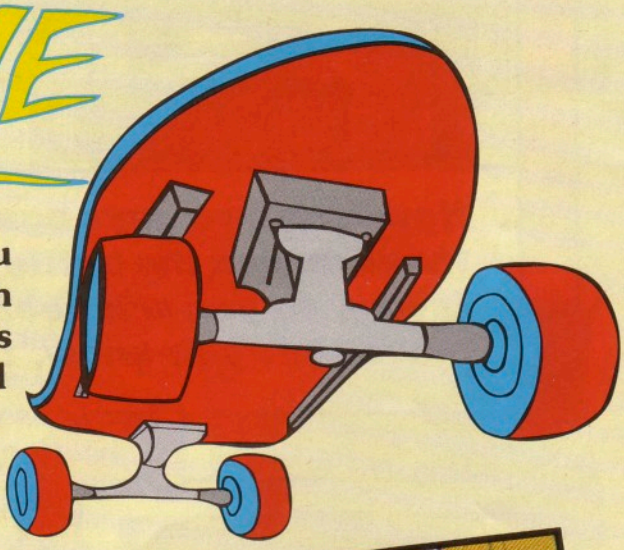
The four super-turtles must travel through sewers, underwater scenes and in the armoured party wagon in a desperate battle against the evil Foot Clan Gang. Their leader, Shredder, wants total world domination, and will stop at nothing to achieve his aim. Only the Mutant Turtles stand in his way.





"Teenage Mutant Hero Turtles" gives you the excitement and action that you would expect from these rough, tough cartoon characters - and all on a few mouthfulls of pizza!

SKATE OR DIE



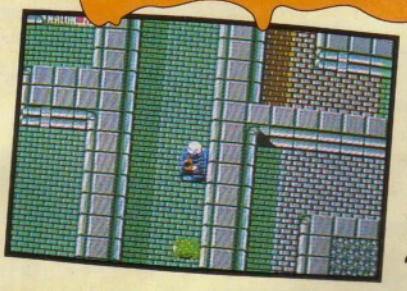
Do you reckon on being tough enough to endure Lester's skateboarding extravaganza? Will you become the number one kid on the block, or will your street cred take a dramatic dive? If you're prepared to face the test, then learn the lingo, grab your board, and skate on down to the tournament!

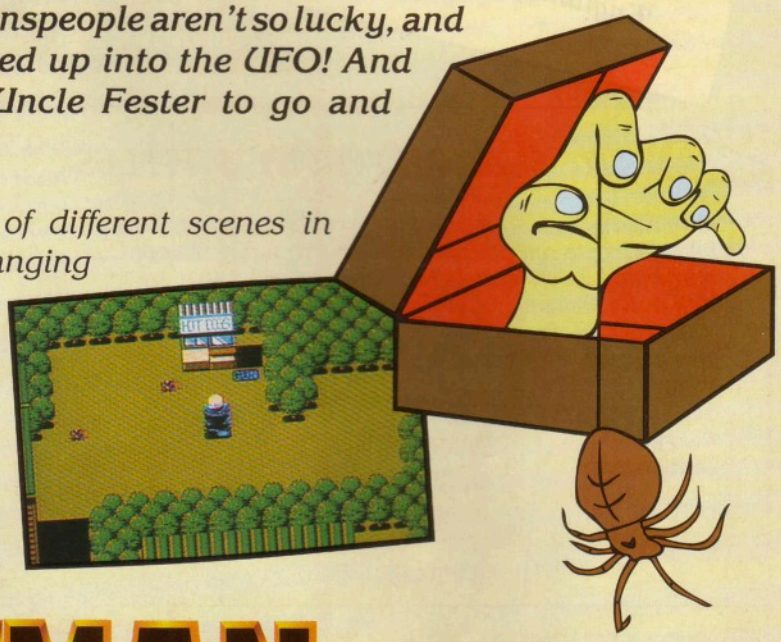
Using all of your skateboarding expertise, you have to wow the crowds over five different events, such as freestyle, high jump and the downhill. There's a lot of hard work to be done if you're to grab the status of the number one skater!

Prepare yourself to meet Lester and the rest of the gang in this rad new game from Konami in the next issue of Club Nintendo - you'll love it!!

FESTER'S QUEST

Poor old Uncle Fester! He was taking a break from the Addams family, having a spot of moonbathing, when, suddenly, a UFO lands, and aliens swarm the neighbourhood. Thankfully, the rather 'different' Addams family are protected from the aliens rays by Ma-Ma's spell, but the townspeople aren't so lucky, and have been beamed up into the UFO! And it's now up to Uncle Fester to go and rescue them!!

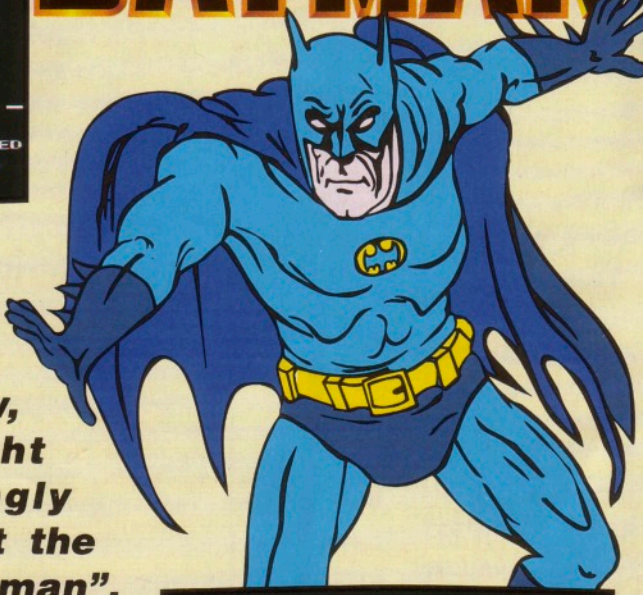


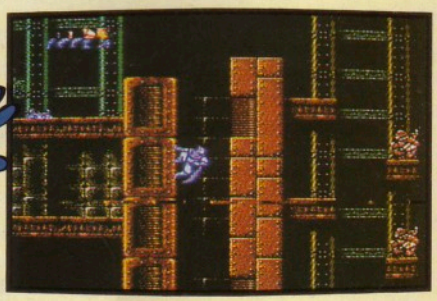


There's a number of different scenes in ***"Fester's Quest"****, ranging from the city to underground sewers. Fester needs to find his way to the UFO through the city and the underground, defeating the aliens with the items that he discovers on the way.*

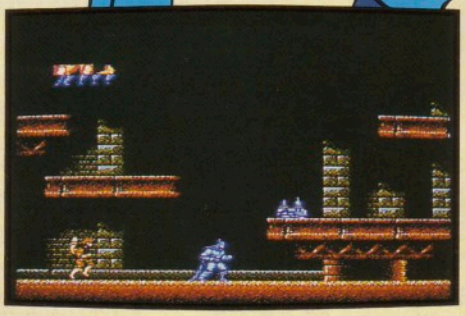
"Fester's Quest" is one crazy and madcap game, which will hit the streets over the next few months.

BATMAN





High above the crime-ridden streets of Gotham, an elusive shadow, darker than night itself, is fleetingly silhouetted against the city skyline. "Batman", scourge of criminals, has reached the Nintendo Entertainment System!!



Once again, Joker, the personification of all that's evil, is threatening Gotham's future. This time, he intends to release a paralyzing nerve gas that freezes his victims' faces into manical grins, in a parody of his own disfigured face. Batman, with a whole range of hi-tech weaponry at his fingertips, has to stop him - no matter what the cost. First, though, he has to fight his way through Gotham's streets, before hunting down his enemy for the inevitable showdown.

Superb animation and blistering action make this a must for any Nintendo Entertainment System owner - dare you miss it?!

Mailbag

The Editor,
Club Nintendo,
P.O. Box 30,
Coventry, CV1 3BR
England.

If you have something special to say about the Nintendo Entertainment System, Club Nintendo or any other related subject, then put pen to paper and drop us a line.

THE SEARCH FOR NEW TITLES....

Dear Mario
I would like to congratulate you on your latest issue of Club Nintendo - it definitely is the best! The games that are reviewed look really amazing, but I am having trouble getting hold of them. Whenever I go to my local shops, they tell me that the games aren't available yet. Please, please give me some advice on where to get them.

G Fry
Manchester

Whenever looking for a new game, we suggest that you check with the Nintendo Helpline that it is available. If the store still does not stock it, then usually you can order it through them.

COMIC BOOK GAMES...

Dear Editor
In some of my American comic books, I have seen adverts for Robocop, Double Dragon II, Blades Of Steel and Teenage Mutant Ninja Turtles. Could you please let me know if any of these games are going to be released over here?

Damien Fogwill Newcastle Upon Tyne

As luck would have it, Damien, there are Sneak Peeks of Double Dragon II and Teenage Mutant Hero Turtles in this issue ('Hero' is used in favour of 'Ninja' for the European market). We also know that there are plans to release Blades Of Steel, and possibly Robocop, this year - watch this space!!

MAKE MINE MONTHLY!!

Dear Super Mario,
I have received all six issues of Club Nintendo, and I have enjoyed reading every single page. Why isn't it monthly, though? I am sure that you could manage this, and that us subscribers wouldn't mind paying for this privilege. What do you think?

N Lock
Isle Of Wight

Thanks for your continued support and interest - it's good to know that you are enjoying the magazine! Going monthly just isn't feasible at the moment, but we are increasing the size of the magazine to cater for more reviews and special interest items. Check out Super Mario's letter for more information!

SHOWDOWN - PART ONE

Dear Editor,
I have owned my Nintendo for nearly a year now, and cannot describe just how much I am enjoying it. However, one of my friends, Matthew, reckons that his Sega wipes the floor with my machine. He says that there are more arcade games for the Sega, and that, even though he plays my Nintendo for hours, the Sega games are still best. Of course, I totally disagree, as I cannot stand playing his Sega for more than five minutes!
Surely the amazing graphics and mega gameplay on my Nintendo games are much better than his silly Sega?

A Knowles
Guildford

Even though your friend is entitled to his own opinion, the Nintendo Entertainment system is the best selling video game console in the world, which adds weight to the claim that it is also the best! And, with new Game Paks such as Simon's Quest, Teenage Mutant Hero Turtles and Batman shortly to available, it is really beyond us why your friend does not like the NES. Surely millions of other NES owners can't be wrong?!

SHOWDOWN - PART TWO

Dear Mario
I am writing to you with a serious problem. I really love playing the Nintendo, yet, sometimes, on school nights, my mother unplugs my Nintendo, no matter how far into a game I've got, and makes me do my boring old homework. Don't you think that that's unfair, as it really spoils my fun.

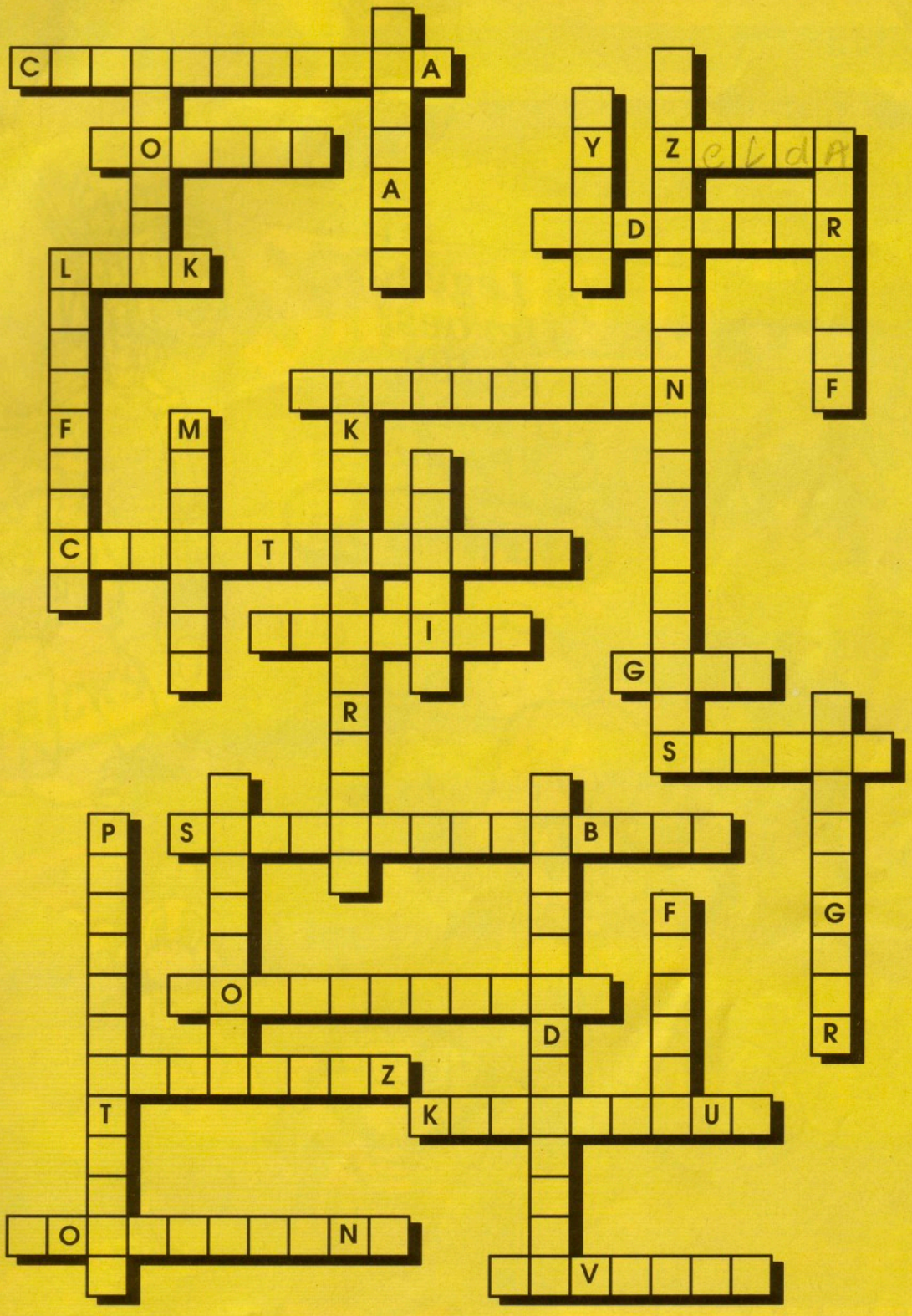
Christian Oliver Plymouth

We do understand why you want to play your NES so much - it really is great fun! However, you must understand your mother's point of view too. She wants you to achieve top grades at school so that you can carry on after you've left and get a decent job. Everything should be done in moderation - and that includes playing the NES. Having said that, why don't you get your mum to play on the NES? She will soon discover the attraction of playing games such as Super Mario Bros., and will understand why you play so much!!

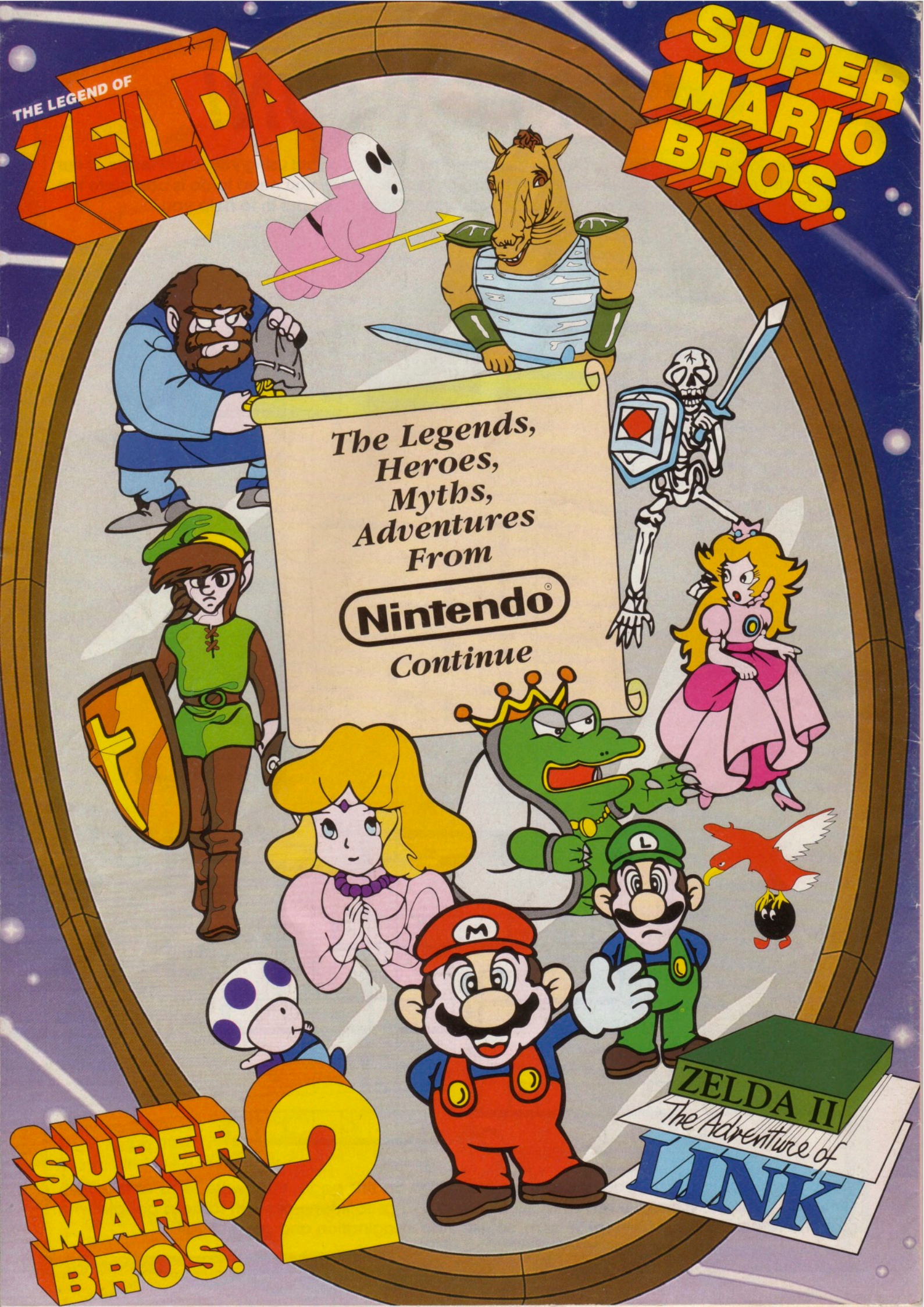
JUST FOR FUN!

Club Nintendo

You've tried your skills at playing Nintendo Game Paks, but how about using your knowledge at our game quiz, drawn from an idea sent in by a French reader? What you need to do is complete the titles of the Nintendo Game Paks, using the letters that have been put in to help you.



If you have any ideas on what you would like to see on this page, then write to us at the Club Nintendo address. It can be anything from your drawings to interviews with famous people who play the Nintendo Entertainment System, so use your imagination and get writing!!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